

**IN THE CLAIMS:**

Kindly amend claims as follows:

Claims 23-28 (Cancelled)

Claims 29-38 (Cancelled)

Claims 39-44 (Cancelled)

45. (Currently Amended)      A sound generation device for a game machine,  
comprising:

a storage unit for storing a plurality of phrase groups composed of a plurality of  
phrases respectively prepared for corresponding conditions;

a phrase selection processing unit for monitoring the progress of a game and  
selecting a phrase from a phrase group corresponding to a predetermined condition when  
the predetermined condition is satisfied;

a sound output unit for converting data of the phrase selected by the phrase  
selection processing unit to a sound signal and outputting sound according to the sound  
signal;

said plurality of phrase groups having a hierarchical structure and including  
superior and subordinate phrase groups, each superior phrase group including, to [partly  
or fully] generate a phrase, a first command for additionally selecting a phrase from a  
subordinate phrase group, a second command for searching a subordinate phrase group

and selecting a phrase from the subordinate phrase group, and a third command for playing no phrase,

wherein [[if]] when a phrase selected from a superior phrase group includes a first command, the phrase selection processing continues to select an additional phrase from a subordinate phrase group designated by the first command; and [[if]] when a phrase is selected from the superior phrase group includes a second command, the phrase selection processing unit searches for a subordinate phrase group designated by the second command and selects a phrase from that subordinate phrase group; and [[if]] when the phrase selected by the phrase selection processing unit includes a third command, the sound output unit does not perform the sound output processing.

46. (Currently Amended) A method for generating game commentary sounds for a game machine configured to perform processing involving collecting an operation signal from an operation unit operated by a player, playing a game according to the operation signal, generating the commentary sounds and outputting them to a sound output unit by having a CPU execute application software stored in a memory, the method comprising the steps of:

a phrase selection processing step of storing a plurality of phrase groups composed of a plurality of phrases respectively prepared for corresponding conditions, monitoring the game process, and selecting a phrase from a phrase group-corresponding to a predetermined condition when the predetermined condition is satisfied; and

a sound output step of converting data of the selected phrase into a sound signal and outputting sound according to the sound signal;

said plurality of phrase groups having a hierarchical structure including superior and subordinate phrase groups, each superior phrase group including, to [partly or fully] generate a phrase, a first command for additionally selecting a phrase from a subordinate phrase group, a second command for searching a subordinate phrase group-and selecting a phrase from the subordinate phrase group, and a third command for playing no phrase,

wherein in a phrase selection processing step, [[if]] when a phrase selected from a superior phrase group includes a first command, an additional phrase is selected from a subordinate phrase group designated by the first command; and [[if]] when a phrase selected from the superior phrase group includes a second command, a subordinate phrase group designated by the second command is searched and a phrase is selected from that subordinate phrase group; and [[if]] when a phrase selected by the phrase selection processing unit includes a third command, the sound output processing is not performed in the sound output step.

47. (Previously presented) speech generating device in a game device, comprising:

storing means for storing a plurality of first phrase groups each composed of a plurality of phrases corresponding to different conditions and a plurality of second phrase groups having the same play-by-play content as the respective first phrase groups but reported by a different announcer;

a phrase selection unit of monitoring the state of progress of a game and, in the event of a predetermined condition arising, selecting a phrase from a corresponding first or second phrase group;

a speech output unit for converting the data of the phrase selected by the phrase selection unit to an audio signal and outputting speech on the basis of the audio signal; and

a phrase switch means for switching a phrase group to use from a first phrase group to a second phrase group in accordance with an external operation or a predetermined event in the game,

wherein, each of the first and second phrase groups has a hierarchical structure each of the high-level first and second phrase groups including, as a part or all of a phrase, a first command for selecting an additional phrase from a low-level first or second phrase group, a second command for selecting a phrase after switching to a low-level first or second phrase group, and a third command for not reproducing a phrase,

wherein when a phrase the phrase selection unit selects from a high-level first or second phrase group includes the first command, the phrase selection unit selects an additional phrase from a low-level first or second phrase group designated by the first command and, when the phrase it selects from a high-level first or second phrase group includes the second command, it selects a phrase after switching to a low-level first or second phrase group designated by the second command, and the speech output unit does not output speech when the phrase the phrase selection unit selects includes the third command.

48. (Previously presented) The speech generating device in a game device according to claim 47, wherein the language of the play-by-play content is different between the first phrase groups and the second phrase groups.

49. (Previously presented) The speech generating device in a game device according to claim 47, wherein the gender of the play-by-play announcer is different between the first phrase groups and the second phrase groups.

50. (Previously presented) A speech generating method for a game device configured such that a CPU executes application software stored in a memory so that it collects one or more operational signals from operation means operated by a user, progresses a game based on the operational signals from operation means operated by a user, progresses a game based on the operational signals, generates a play-by-play speech, and outputs it to speech output means, comprising:

a phrase selection step for storing a plurality of first phrase groups each composed of a plurality of phrases corresponding to different conditions and a plurality of second phrase groups having the same play-by-play content as the respective first phrase groups but reported by a different announcer, and monitoring the state of progress of the game and, in the event of a predetermined condition arising, selecting a phrase from a corresponding first or second phrase group;

a speech output step for converting the data of a selected phrase to an audio signal and outputting speech on the basis of the audio signal; and

a phrase switch step for switching the phrase group to use from a first phrase group to a second phrase group in accordance with an external operation or a predetermined event in the game,

wherein, each of the first and second phrase groups has a hierarchical structure each of the high-level first and second phrase groups including, as a part or all of a phrase, a first command for selecting an additional phrase from a low-level first or second phrase group, a second command for selecting a phrase after switching to a low-level first or second phrase group, and a third command for not reproducing a phrase,

in the phrase selection step, when a phrase selected from a high-level first or second phrase group includes the first command, an additional phrase is selected from a low-level first or second phrase group designated by the first command and, when the phrase selected from a high-level first or second phrase group includes the second command, a phrase is selected after switching to a low-level first or second phrase group designated by the second command, and in the speech output step, speech is not output when the phrase selected in the phrase selection step includes the third command.

51. (Previously presented) The speech generating method for a game device according to claim 50, wherein the language of the play-by-play content is different between the first phrase groups and the second phrase groups.

52. (Previously presented) The speech generating method for a game device according to claim 50, wherein the gender of the play-by-play announcer is different between the first phrase groups and the second phrase groups.